**2025 TUCSON MONSOON**

**BLOOD BOWL TOURNEY (TMBBT)**

**TMBBT FORMAT**

**This will be a Swiss format style, Resurrection, Exhibition, 4 matches,**

**Blood Bowl 11s, tournament.**

Coaches will be paired randomly for their first-round match.

Rounds 2, 3, & 4 coaches will be paired in a Swiss format style in which top teams will be paired against top teams and bottom teams will be paired against bottom teams.

The tourney host will do what they can to avoid duplicate matches in rounds 2, 3, & 4.

**This is an exhibition Blood Bowl tournament.**

**No SPPs are gained and no injuries, casualties, or deaths carry over.**

**All teams will start each round with their original same roster.**

**Illegal Procedures will not be called.** Please bring the issue to your opponent’s attention and ask they move their turn marker.

**Matches will be held to a 2 hour and 15-minute time limit.**

Coaches will be reminded at the 1 hour remaining,

30-minute remaining, 10 minutes, and 5 minutes remaining times.

During the last 5 minutes each coach should finish the current turn they are on.

When the 2 hour and 15-minute time is up, the host will call out,

 **“*DICE DOWN*”** and the round ends immediately.

**There will be no overtime period during the TMBBT.**

WHAT TO BRING!

1. One Blood Bowl team in which the players are **clearly marked with identifiable position**, **number, and any added Skill-Ups they have**.

(preferably a painted team because it looks way better on the pitch than an unpainted team)

1. Three Blood Bowl blocking dice, one D8, one D16 dice.

(you will be given a pair of TMBBT D6 dice to use during the tourney)

1. Throw-In, Random Direction, Corner Thow-In, & Range Ruler templates.
2. The host has custom TMBBT pitches to use, but please bring a Blood Bowl pitch just in case.

(GW folding pitches will fit best with the tables that will be using for the TMBBT)

1. 2020 Blood Bowl Rulebook, 2021, 2023, & 2023 Blood Bowl Almanacs, SPIKE! Issues 11-18 Teams of Legend rules, Slann Team rules as posted on NAF, any Star Player downloads, and the most current Blood Bowl Errata. (all if needed of course)

ROSTER REVIEW DEADLINE

**ALL rosters need to be sent to Tony B. by Sunday September 20nd, 2025 to be reviewed.**

**tucsonmonsoonbbtourney@gmail.com**

ELIGIBLE BLOOD BOWL 11s TEAMS

All Standard Blood Bowl teams are can be use in the TMBBT.  These eligible teams include:

-All the teams listed in the 2020 Blood Bowl Rulebook, the 2021, 2022 & 2023 Almanacs, and Spike! Magazines 11-18 can be used.

-Teams of Legend: HIGH ELVES and TOMB KINGS, can be used.

-The SLANN team as documented on NAF, can be used.

-New Releases: If Games Workshop releases any new team after August 1st 2025, they will not be used in the TMBBT.

(Kokopelli wants time to evaluate the team before allowing it into his tournament.)

**If GW releases any new teams and/or rules prior to August 1st, 2025,**

**the eligible Blood Bowl teams will be updated for the 2025 TMBBT.**

TEAM TIERS

1. **AMAZONS, CHAOS DWARVES, DARK ELVES, DWARVES, LIZARDMEN, NORSE, ORCS, SKAVEN, UNDEAD, WOOD ELVES.**
2. **CHAOS RENEGADES, ELVEN UNION, HIGH ELVES, HUMANS, IMPERIAL NOBILITY, NECROMANTIC, TOMB KINGS, UNDERWORLD, VAMPIRES**
3. **BLACK ORCS, CHAOS CHOSEN, KHORNE, NURGLE, OLD WORLD ALLIANCE, SLANN**
4. **GNOMES, GOBLINS, HALFLINGS, OGRE, SNOTLINGS, BLACK ORCS (no Big’Uns), LIZARDMAN (no Saurus Blockers), UNDERWORLD (only including Goblins, Snotlings, Trolls, and Rat Orge)**

TEAM BUILD

**All TMBBT coaches will be allowed 1,100,000 gold pieces to build a team.**

**Coaches can build a team to no more than 1.1 million total team value.**

Teams built for TMBBT will follow the Exhibition Play Rules

as set forth on pages 101 – 103 in the 2020 Blood Bowl Rule Book.

Teams will consist of a minimum of 11 players and a maximum of 16 players.

Team rosters must consist of 11 rostered players before rostering any Star Player.

Star Players from the 2020 Blood Bowl Rulebook, the 2021, 2022, & 2023 Almanacs, SPIKE! Magazine Issues 11-18, and any downloadable Star Players located on the Games Workshop website that were released prior to August 1st, 2025 are eligible to roster on TMBBT teams.

New Star Players released after August 1st, 2025 will not be used in the TMBBT.

You get the TMBBT Star Player, The Bobcat, to roster on your team for free.

The TMBBT Star Player, The Bobcat does not take up a slot on your roster

so, your roster may go over the 16-player team maximum.

TEAM BUILD & INDUCEMENTS

**The following Team Sideline Staff and Common Inducements are allowed to be purchased when building a team and can be used during each TMBBT match:**

* **Team Re-Rolls** – prices will vary
* **Team Assistant Coaches** – 10,000 gold pieces each

(TMBBT Kickoff Table ***It’s So Hot*** rule)

* **Team Cheerleaders** – 10,000 gold pieces each

(refer to TMBBT Kickoff Table ***MONSOON!!!*** rule)

* **Team Apothecary** – 50,000 gold pieces

(refer to TMBBT Apothecary Ruleset outlined below)

* 0-2 **Bloodweiser Kegs** – 50,000 gold pieces each
* 0-3 **Bribes** – 100,000 gold pieces each

 (50,000 gold pieces each for teams with the “Bribery and Corruption” rule)

* 0-2 **Wandering Apothecaries** – 100,000 gold pieces each

 (not available to teams that cannot hire an apothecary)

* 0-1 **Mortuary Assistant** – 100,000 gold pieces

 (only for teams with the “Sylvanian Spotlight” rule)

* 0-1 **Plague Doctor** – 100,000 golf pieces

 (only available to teams with the “Favored of Nurgle” rule)

* 0-1 **Riotous Rookies** – 100,000 gold pieces

 (only available to teams with the “Low Cost Linemen” rule)

* 0-1 **Halfling Master Chef** – 300,000 gold pieces

 (100,000 gold pieces for teams with the “Halfling Thimble Cup” rule)

* 0-2 **Star Players** – prices will vary

(must roster initial 11 players on team first before selecting a Star Player, the same Star Player can be rostered on both teams.) Kokopelli made it so!

* 0-1 **Giant Mercenary** – 350,000 gold pieces

 (refer to pages 52-55 in the 2021 Death Zone Rulebook)

**TMBBT Apothecary Ruleset:**

Once a coach declares that they are going to use an apothecary, the player is automatically healed and you do not have to roll for injury/casualties. The following ruleset will apply when a coach declares that they will use an apothecary on **any rostered player of their choosing**:

* If a coach declares to use an apothecary on a Stunned player who is on the pitch/field of play, the player will be flipped over in the same square and the player will become Prone.
* If a coach declares to use an apothecary on a Knocked Out player who is on the pitch/field of play, the player will be placed in the same square they became Knocked Out in and the player will be Stunned.
* If a coach declares to use an apothecary on a player who sustained a Casualty, the player will be removed from the field of play and they will be placed in the Reserves Box.
* If a player is pushed off the pitch/field of play, “SURFED”, and the injury result is a Knock Out, the player will be placed in Reserves if the coach declares to use an apothecary.
* If a player is pushed off the pitch/field of play, “SURFED”, and the injury result is a Casualty, the player can be placed in Reserves if the coach declares to use an apothecary.

**Weather Mage,** **Special Plays** (cards), **Extra Team Training**, **Unlimited Mercenary Players**, **InFamous Coaching Staff,** **Wizards**, **Biased Referees,**

and any other inducements not mentioned in the

allowed inducements list above **CANNOT** be taken.

**Sideline Staff and Common Inducement will be updated if GW releases any new ones.**

**SKILL-UPS**

Coaches will be allowed to Skill-Up players on their team for free

as noted by the corresponding Team Tier outlined below.

**For your TIER team build and player Skill-Ups, pick either OPTION A or OPTION B.**

 **TIER OPTION A OPTION B**

|  |  |  |
| --- | --- | --- |
| **TIER 1** | 5 Primary Skill-Ups | 4 Primary Skill-Ups and1 Secondary Skill-Up |
| **TIER 2** | 6 Primary Skill-Ups | 5 Primary Skill-Ups and1 Secondary Skill-Up |
| **TIER 3** | 7 Primary Skill-Ups  | 6 Primary Skill-Upsand1 Secondary Skill-Ups |
| **TIER 4** | 8 Primary Skill-Ups  | 7 Primary Skill-UpsAnd1 Secondary Skill-Ups |

**Other Skill-Up rules when adding them to your roster:**

* No stacking Skill-Ups = only one Skill-Up per player.
* Star Players cannot receive a Skill-Up.
* No more than **four** of the same Skill-Up on a roster.

STAR PLAYER ROSTER TAX

**Every Star Player that is rostered on a TMBBT Team will have to pay the Star Player Roster Tax as outlined below. You will have to subtract the listed number of Primary Skill-Ups from whatever Tier and Option of Skill-Ups in which you choose for your team if you roster any Star Player.**

**For the following Mega “SUPER STAR” Players**

**you will have to pay a Star Player Roster Tax of 4 Primary Skill-Ups**

**if you choose to place them on your roster:**

**BOMBER DRIBBLESNOT**

**CINDY PIEWHISTLE**

**DEEPROOT STRONGBRANCH**

**DRIBL & DRUL**

**GRIFF OBERWALD**

**HAKFLEM SKUTTLESPIKE**

**KREEK RUSTGOUGER**

**LORD BORAK THE DESPOILER**

**MORG ’N’ THORG**

**SKITTER STAB-STAB**

**WILHEM CHANEY**

**For any and all other Star Players**

**you will have to pay a Star Player Tax of 2 Primary Skill-Ups.**

**You do not have to pay a Star Player Roster Tax**

**for the TMBBT Star Player, The Bobcat.**

**If both opposing teams field the same Star Player in a game,**

**both Star Players are allowed to be used because Kokopelli said so.**

**You can use an Apothecary on any Blood Bowl Star Player.**

**You can use an Apothecary on the TMBBT Star Player, The Bobcat.**

2025 TMBBT STAR PLAYER

 THE BOBCAT

(Dark Elf Runner)

**AV**

**PA**

**AG**

**ST**

**MA**

8+

3+

2+

3

7

DUMP OFF, FUMBLEROOSKIE

KICK, LONER (4+)

**SKILLS**

**&**

**TRAITS**

**TMBBT STAR PLAYER SPECIAL RULES:**

**Once per game the Bobcat gains the Side Step skill.**

**The Bobcat is immune to any of the effects**

**that occur as a result of the TMBBT custom Kick Off Table.**

**You do not have to field The Bobcat during any of your matches**

**nor is there any penalty against your team if you choose not to play with him.**

(Kokopelli will frown upon you because you are getting a Star Player

for free to use on your roster, so why wouldn’t you play/field him during your match?)

**All coaches will receive an unpainted, 3D printed,**

**model of The Bobcat for free upon registering for the TMBBT.**

 (If you’d like The Bobcat 3d printed model to paint up prior to the tourney,

please contact Tony B. and he will gladly ship it to you via standard shipping rates.)

**tucosnmonsoonbbtourney@gmail.com**

**Coaches can use the TMBBT The Star Player, The Bobcat model, or any other designated model of their choosing to represent The Bobcat.**

**ROSTER BUILDER**

The TMBBT host ask that you build your roster with www.bbroster.com

Once on [www.bbroster.com](http://www.bbroster.com) just follow these instructions:

1. Choose **EXHIBITION** and **ELEVENS**.
2. Choose your Race that you'll be using for the TMBBT and then select **CREATE**.
3. Name your team and put your **NAF NAME** and **NAF NUMBER** on it.
4. Set the treasury to **1,100**. (this will make it a 1,100,000 gold piece team build)
5. Create your team.  (Hire all players, buy Re-Rolls, and purchase approved TMBBT inducements before adding any Skill-Ups to rostered players).
6. On the **POSITION** part of each player, you can click on the **“PLAYER ADVANCEMENT”**box in order to add a Skill-Up to that player.
7. PLEASE print to a **PDF** in **landscape** and makes sure it fits on one page so that it is easiest for the host to read and review it.
8. Email your roster to Tony B. at tucsonmonsoonbbtourney@gmail.com

**Once your roster is reviewed and approved by the host,**

**he will email you back confirming it has been APPROVED.**

**No changes to the roster can be made without the approval of the host and all changes must be done prior to the day of the tourney.**

**On the day of the tourney, the host will give you 5 copies of your roster; 1 for you and 1 for each of your opponents.**

**SO, you don’t have to worry about printing out**

**any rosters for your opponents**

**TMBBT CUSTOM KICK OFF TABLE**

**Kokopelli has combined the Blood Bowl Weather Table and the Blood Bowl Kick Off Table together and created a custom MONSOON weather themed Kick Off Table that will be used.**

**​At the beginning of every drive, each coach will roll a D6, add them together, and the result will give you the corresponding TMBBT Custom Kick Off Table outcome.**

**​**

**Remember, Kokopelli's TMBBT Star Player, The Bobcat, is immune to any of the effects**

**that occur as a result from the TMBBT Custom Kick Off Table.**

2D6 RESULT

|  |  |
| --- | --- |
| **2**  | ***IT’S SO HOT****Some players just can’t take the heat and will temporarily leave the field to get some quality H2O…and to check out the cheerleaders on the sidelines too!* **At the beginning of the drive** each coach rolls a D6 adding the number of cheerleaders rostered to the dice roll. The loosing coach randomly selects a player who is placed in the reserves box **until the beginning of the next drive**. If the result is a tie than both coaches will randomly select a player to be placed in the reserves box **until the beginning of the next drive**.  |
| **3** | ***DOWNPOUR*** *Dark rain clouds have massed over the pitch and torrential downpouring is making the ball extremely wet and slippery to be handled*. **For the 1st turn of the drive for each team**, **ALL** pick-ups, handoffs, catches, interfering with a pass, catching an interception, passing, throwing a teammate, and throwing any special weapons have a +1 modifier added to the dice roll.  |
| **4-10** | ***THE WEATHER IS PERFECT TO PLAY BLOOD BOWL AND THERE IS NO KICK OFF EVENT…*****…However, after the ball is deviated (D8 & D6) the ball will bounce three times before it comes to a rest on the pitch.**  *Kokopelli loves watching bare-bones Blood Bowl!!!* |
| **11** | ***FLASH FLOOD****The raining has stopped, but it has caused a flash flood running through the pitch making players movement extremely slow in the rushing water.* **For the 1st turn of the drive for each team**, **ALL** players movements are cut in half (rounding up).  |
| **12** | ***MONSOON!!!*** *Swirling winds, rain coming down sideways, loud crackling thunder overhead, the pitch being a muddy mess, and lighting strikes all over has made it the absolute worse Blood Bowl conditions*. *Only the greatest of coaching will inspire the team to keep playing on.* **At the beginning of the drive** each coach rolls a D6 adding the number of coaches rostered to the dice roll. The loosing coach will randomly select a player fielded on the pitch and then will follow the **FIREBALL** Wizard rule as described on **page 94** of the Blood Bowl Rule Book. If the result is a tie than both coaches will randomly select a player fielded on the pitch and then will follow the **FIREBALL** Wizard rule as described on **page 94** of the Blood Bowl Rule Book.  |

SCORING

**Each coach will be giving a match result sheet for each of the rounds.**

**At the end of each match, coaches will tally up the points earned and will pass it into the host of the tourney so it can be scored.**

**WIN** = +60 points

**TIE** = +30 points

**EACH TD SCORED** = +5 points

**EACH CASUALTY INFLICTED (\*)** = +1 points

**HOLD YOUR OPPONENT TO NO TDs** = +5 points

**CONCEDING THE MATCH (\*\*)** = -100 points

\* **Casualty Inflicted are any casualties caused to your opponent**

**during your team's turn from Blocks, Fouls, Crowd Surfing,**

**Secret Weapons, or from being hit by a thrown player.**

**\*\* Conceding The Match means any coach who quits or misses the match, the opposing coach will automatically earn a 3-0 for touchdowns scored, 3-0 for casualties inflicted, and holding your opponent to no TDs. This calculates to 83 points for the match awarded to the winning coach while the coach who conceded has 100 points subtracted from their overall point total.**

TMBBT TENATIVE SCHEUDLE

**The host hopes to keep the following schedule during the 2025 TMBBT.**

**However, the times are subject to change depending on how all the tourney is going.**

**Doors at Tucson Games & Gadgets/Tucson Mall will open at 10:00 am.**

**10:00 – 10:15 = Registration & Final Roster Check**

**10:15 – 10:30 TMBBT housekeeping and rules review**

**1st ROUND = 10:30 – 12:45**

**2nd ROUND = 1:00 – 3:15**

**BREAK 3:15 – 4:30**

**3rd ROUND = 4:30 – 6:45**

**4th ROUND = 7:00 – 9:15**

**9:30 Trophy Presentation & Prize Support Raffle**

**(The TMBBT host will keep a running game clock.)**

**TMBBT TROPHIES**

**CHAMPION** (most tourney points accumulated)

**RUNNER UP** (2nd most tourney points accumulated)

**SO CLOSE** (3rd most tourney points accumulated)

**TOP OFFENSE** (most TDs Scored)

**STINGY DEFENSE** (least TDs given up)

**BRUTALITY** (most casualties inflicted)

**DIRTY T** (most fouls attempted)

**STUNTY** (highest ranking Stunty Team)

**MIDDLE OF THE PACK** (middle tourney points accumulated)

**TRAVELER** (longest traveled Coach to TMBBT)

**GOOD GUY** (coach who others advised they enjoyed playing against and/or a coach that did not commit any fouls during the tourney)

**WOODEN SPOON** (two teams with the least amount of points at the end of the 3rd Round will play for the TMBBT Woodend Spoon)

**TMBBT BEST PAINTED TEAM** (During the tourney, TG&G staff members will be walking around and will take note of what they believe is the best painted team that has graced their store’s gaming tables.)

**\*NOTE\***

**The TMBBT is a share-the-wealth tournament**

**meaning that coaches will only be awarded one TMBBT Trophy.**

**If a coach has earned the rights to two or more trophies,**

**than the host will ask that coach which trophy they prefer to receive**

**and the next coach in line will get the trophy in question.**

TIEBREAKERS

**Total TDs Scored.**

**Total Casualties Inflicted.**

**Total number of fouls attempted.**

**TD Differential.**

**Lower Tier Team.**

**Lower Team Rerolls Purchased For TMBBT.**

**D16 Roll Off!**

TMBBT GAMING ETIQUETTE

Coaches should go over their team roster with each other prior to the start of the game.

Coaches need to discuss and agree on “cocked” dice rolls prior to any dice rolls being made.

The TMBBT host ask that all coaches participating support and accept

 the outcome of the Blood Bowl matches, the TMBBT rules set, and any final decision

that the host may have to make during the tourney.

When it comes down to it, we are not making millions playing Blood Bowl and we are choosing to play it for the fun of it.  So have fun and don’t be “that guy”.

***“Self-praise is for losers. Be a winner.***

***Stand for something. Always have class and be humble.”*
John Madden**